

**AMENDMENTS TO THE CLAIMS**

1. (Currently amended) A game and messenger client server system, comprising:
  - a plurality of game clients;
  - a game server including logic to operate a multiplayer game using inputs from and outputs to an active game set of game clients including the plurality of game clients, wherein game clients other than those in the active game set can join an active game by supplying the game server with a reference to the active game;
  - a plurality of messenger clients;
  - a messenger server including logic to forward messages from a sender messenger client to a receiving messenger client;
  - logic to couple a game client to a messenger client to allow the game client to send the messenger client data used to initiate joining a game, whereby a message sent by the messenger client includes the data used to initiate joining a game, and wherein the data in the message sent by the messenger client comprises a command line executable for an invitee client to connect to the game server; and
  - logic to initiate a join of a game at [[an]] the invitee client, using data received in a message to the invitee.
- 2.-7. (Canceled)
8. (Original) The game and messenger client server system of claim 1, further comprising an icon that indicates a state of an inviter client.
9. (Original) The game and messenger client server system of claim 8, wherein the icon is a game-specific icon.
10. (Original) The game and messenger client server system of claim 1, further comprising logic to generate a data file sent in response to a request from the invitee client.
- 11.-16. (Canceled)

23. (Original) The method of claim 17, further comprising sending a request for a game data file to the game server.

25.-27. (Canceled)

using the data in the message to invoke the invitee game client and join the game, wherein the data in the message created at the inviter client further comprises a reference to a registry at the invitee client that is common to the inviter game client.

33. (Currently amended) A game and messenger client server system, comprising:

wherein the inviter messenger client includes logic to forward messages to the invitee messenger client.

presenting one or more preferences to the user computer system, where the one or more preferences are associated with activities;

38. (Currently Amended) A computer readable medium including computer program code, which when executed -designed to execute- on a server, provides for having a game server and a messenger server to provide a multi player computer environment, the computer program code comprising:

- program code to accept signals from a user input device to engage a game using a game client;
- program code to present one or more preferences to a user computer system, where the one or more preferences are associated with games;
- program code to select at least one preference to join the game;
- program code to invoke the selected game with a messenger client;
- program code to provide to the messenger server a user state and a reference to the game in which the user is playing, wherein the reference to the game comprises a registry key from the game client that refers to a registry storing information on a directory location for a game client executable;

and

- program code to present to another user associated with at least one of a plurality of user computer systems the user state and the reference to the game.

43. (Currently Amended) The logic ~~for use~~ executing at an invitee client of claim 40, further comprising logic for displaying a buddy list of the invitee messenger client and an indication that the invitee game client may join an active game which a member of the buddy list is playing.

52. (Previously presented) A method of operating an invitee client to initiate joining by an invitee game client to an active game that is hosted by a game server and to which an inviter game client is

connecting the invitee game client to the game server using the data, wherein the data includes a reference to the game server and a reference to the active game, the inviter and invitee game clients being respectively associated with the inviter and invitee messenger clients.

59. (Previously presented) The method of claim 52, further comprising sending to other messenger clients at least one message including a reference to an active game.



65. (Currently Amended) The computer readable medium ~~program product~~ of claim 64, wherein the data includes a game server network address that identifies the game server, a game identifier that

73. (Currently Amended) The computer readable medium ~~program product~~ of claim 64, further comprising program code to read at least one registry; entry usable to invoke the invitee game client.



sending the inviter messenger client a registered window message with the data.

87. (Previously presented) The method of claim 86, wherein a messaging interface causes the data to be provided to the inviter messenger client.
88. (Previously presented) The method of claim 86, further comprising sending the at least one message from the inviter messenger client to the invitee messenger client.
89. (Previously presented) The method of claim 86, wherein the active game may be hosted by a game server.
90. (Previously presented) The method of claim 89, wherein the data enables the invitee messenger client to invoke the invitee game client and connect the invitee game client to the game server.
91. (Previously presented) The method of claim 89, wherein the data includes a reference to the game server, and a reference to the active game on the game server.
92. (Previously presented) The method of claim 89, wherein the data includes a game server network address that identifies the game server, a game identifier that identifies the active game on the identified game server, and a port identifier that identifies a port on the identified game server.
93. (Previously presented) The method of claim 86, wherein the invitee messenger client is associated with a member of a buddy list of the inviter messenger client.
94. (Previously presented) The method of claim 93, further comprising the inviter messenger client sending the at least one message automatically to members of the buddy list.
95. (Previously presented) The method of claim 86, wherein the inviter messenger and game clients reside at a first computer system, and the invitee messenger and game clients reside at a second computer system.

program code for causing data used to initiate joining a game to be provided to the inviter messenger client for inclusion in the at least one message, wherein the data enables an invitee game client associated with the invitee messenger client to initiate joining an active game to which the inviter game client is joined, and wherein providing the data to the inviter messenger client further comprises:

- finding, by the inviter game client, a window handle for the inviter messenger client;
- sending the inviter messenger client a registered window message; and
- getting, by the inviter messenger client, the data used to initiate joining a game.

98. (Currently Amended)The computer readable medium ~~program product~~ of claim 96, wherein the inviter messenger client is operable to send the at least one message via a messenger server.

100. (Currently Amended)The computer readable medium ~~program product~~ of claim 99, wherein the data enables the invitee messenger client to invoke the invitee game client and connect the invitee game client to the game server.

101. (Currently Amended)The computer readable medium ~~program product~~ duct of claim 99, wherein the data includes a reference to the game server, and a reference to the active game on the game server.

105. (Currently Amended)The computer readable medium ~~program-product~~ of claim 96, wherein the inviter messenger and game clients reside at a first computer system, and the invitee messenger and game clients reside at a second computer system.